

Appl. No. : 09/838, 949
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26 017 displaying a matrix of player game symbols, said matrix having m rows by n columns where n and m are two or more and whereby each row has n positions, said symbols comprising images of a die having a particular orientation;

displaying a set of main symbols, said main symbols comprising randomly generated images of a die having a particular orientation, said set of main symbols arranged into a row having n symbol positions;

comparing said main symbols in each of said positions of said row of main symbols to the corresponding player symbols in one of said rows of said matrix of player game symbols;

indicating a match if said main symbol matches said player symbol; and

declaring a winning outcome if a player achieves a particular arrangement of matching symbols.

30. The method in accordance with Claim 29 wherein said comparing comprises comparing main symbols in each of said positions of said row of game symbols to the corresponding player symbols in a first of said rows of said matrix of player game symbols and further including the step of displaying a second set of main symbols and comparing said second set of main symbols to player game symbols in a second row of said matrix of player game symbols, and indicating a match if said main symbol of said second set of main symbols matches said player symbol.

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31. The method in accordance with Claim 29 wherein said step of displaying said set of player game symbols comprises displaying said symbols on an electronic display device.

32. The method in accordance with Claim 29 wherein said step of displaying said set of player game symbols comprises printing said symbols on a card. *card*

Claim 29
33. The method in accordance with Claim 29 including declaring a winning outcome if a player achieves a match of all player symbols in a particular row or column of said matrix.

34. The method in accordance with Claim 29 including declaring a winning outcome if a player achieves particular pattern of matching symbols.

35. The method in accordance with Claim 29 including displaying a set of main symbols comprising a number of rows of main symbols corresponding to the number of rows of player game symbols, comparing each row of main symbols to said corresponding row of player symbols and indicating a match of all matching symbols.

36. The method in accordance with Claim 29 including the step of displaying a new set of main symbols and comparing said new set of game symbols to a next row of said

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player symbols until said player has achieved a particular arrangement of matching symbols.

37. The method in accordance with Claim 29 wherein said game is played as a multi-player game and including the step of accepting a wager from each player and displaying a set of player game symbols to each player.

38. The method in accordance with Claim 37 wherein each matrix of player game symbols contain a different combination of symbols.

39. A method of playing a multi-player game comprising the steps of:
accepting a wager from each player;
providing a set of player game symbols to each player, each set of player game symbols comprising a matrix of symbols randomly selected from a group of symbols, said symbols arranged into a matrix of m rows having n symbols per row;
displaying a set of main symbols to said players, said set of main symbols comprising a row of n symbols, said symbols selected from said group of symbols;
determining if said main symbols match corresponding player game symbols in a row of a player's player game symbols; and
declaring one or more players receiving a particular arrangement of matching symbols a winner of said game.

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40. The method in accordance with Claim 39 wherein said step of providing a set of player game symbols comprises displaying said set of player game symbols to each player.

41. The method in accordance with Claim 39 wherein said step of providing a set of player game symbols comprises issuing a card bearing said symbols to each player.

42. The method in accordance with Claim 39 wherein said symbols represent dice side values.

43. The method in accordance with Claim 39 including the step of providing a visual indication of each matching symbol.

44. The method in accordance with Claim 39 wherein said particular arrangement of matching symbols comprises a predetermined pattern of matching symbols.

45. The method in accordance with Claims 39 wherein said particular arrangement of matching symbols comprises a row of matching symbols.

46. The method in accordance with Claim 39 including the step of displaying successive sets of main symbols, comparing said successive sets of main symbols to

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successive rows of said player game symbols to determine matches, and repeating until at least one player is declared a winner of said event.

47. A multi-player game comprising the steps of:

providing a set of player game symbols to each player of said game, each set of player symbols including a plurality of rows of n symbols;

generating a row of n main symbols having n positions;

determining if any of said main symbols match said player game symbols by comparing each main symbol in said row of main symbols to a corresponding player game symbol in one of said rows of player game symbols; and

declaring a player a winner of said game in the event said player receives a particular combination of player game symbols which match said main symbols.

48. The game in accordance with Claim 47 wherein said symbols comprise the sides of dice or representations thereof.

49. The game in accordance with Claim 47 including the step of generating a new row of main symbols and determining if any of said main symbols match until at least one player is declared a winner of said game.